

### **Amendments to the Specification:**

Please replace the first full paragraph of the Substitute Specification, on page 8, as follows:

In Fig. 4 it is shown that the GMS editor starts in step 110 when the user wants to enter a GMS message. In step 111 the entered text is read and when the user wants to enter graphics the user can indicate this in step 112. Then the user will have the choice (in step 113) of entering a new graphic by means of using the graphical editor 35 (step 114) or by recalling a graphical icon stored in one of the memories 32 or 33 (fig. 8) in step 115. When the user does not want to enter further text or graphics the user can request transmission in step 116 whereby the GMS message is transmitted in step 117 and the application is closed. In step 116 the user will be allowed to close the application without transmitting the message.

Please replace the third paragraph beginning on page 10 and spanning over to page 11 as follows:

### **Graphical Messaging System.**

The GMS is able to transport text, pictures and animations as one entity in messages handled by for example the Nokia Smart Messaging format. The Nokia Smart Messaging format is presently used in connection with the GSM messaging system and therefore the overall concept may be regarded as well known to a person skilled in the art. The format of the messages including graphics transmitted from one phone to another according to the preferred embodiment of the invention will be described below with reference to Fig. 48. The message format is based on the Nokia/Intel Narrow Band Socket (NBS) specification. This format is already well known and used for a number of services already implemented in a wide range of Nokia products, for example. Over The Air (OTA) business cards, OTA ringing tone download etc.